How to / Maniaplanet / Manialink / Build a Manialink

Author : Marcel @ Funtrackers

Introduction

This tutorial is built up of five parts, mostly independent from each other, and dealing with a certain topic.

The **first part** is for all newcomers, who never heard from ManiaLinks and their creation, and will introduce them from the very beginning of XML over the basic knowledge needed to successfully build a ManiaLink in ManiaPlanet.

If you already learned how to make a ManiaLink for TrackMania Forever, start with the **second part** of the tutorial, which will describe the differences between TrackMania Forever and ManiaPlanet.

The **third part** contains a complete reference of all elements to be used in a ManiaLink, including all the attributes of each element, and detailled description of those.

The **fourth part** is for experts, who already built some ManiaLinks and now want to manipulate the elements of the ManiaLinks using the ManiaScript language.

The **fifth and last part** of the tutorial describes different aspects of ManiaLinks, which may be important to some of you, but mostly requires advanced knowledge. This last part can be seen as a collection of topics, which did not match into the other parts.

Although the ManiaLinks in ManiaPlanet are mostly the same as in TrackMania Forever, I sometimes want to differ between the versions of ManiaLinks. I will name the versions by the game with which they have been introduced, so in detail ManiaPlanet ManiaLinks are the ManiaLinks of ManiaPlanet, where Forever ManiaLinks are those known from TrackMania Forever.
Additionally, United ManiaLinks are meant to be the very first ManiaLinks introduced with TrackMania United, having a completely different structure as known and described in this tutorial – You don't need to know these, they are only mentioned for completeness

Table of contents

1 - Introduction to ManiaPlanet ManiaLinks
→ 1.1 XML crash course
→ 1.2 Basic positioning of elements
→ 1.3 Register a manialink
2 - Differences to the Forever ManiaLinks
→ 2.1 Manialink Version 0 to 1
→ 2.2 New and changed attributes
→ 2.3 ManiaScript Integration
→ 2.4 AddPlayerID versus ManiaConnect
→ 2.5 Other changes
3 - ManiaLink Elements
→ manialink
→ timeout
→ frame
→ format
→ quad
→ label
→ audio
→ music
→ include
→ entry
→ fileentry
→ dico
→ script
4 - ManiaScript in ManiaLinks
→ 4.1 Access to manialink elements
→ 4.2 Manialink specific classes
→ 4.3 Event handling
→ 4.4 Complex example
5 - Tips & Tricks
→ 5.1 Example of entry and fileentry
→ 5.2 ManiaConnect authentification
6. End

1. Introduction to Maniaplanet Manialinks

The first chapter of the Tutorial will deal with the basics of the ManiaLinks. If you never wrote your own ManiaLink before, this is the right place to start. This chapter will start with a short crash course into XML, on which the ManiaLinks are based and therefore is needed to create your own ManiaLink. After that, the real basics of ManiaLinks are described, in detail the positioning system which is needed to show any elements on it.

If you want to make your ManiaLink public to all, the last part of this chapter will explain in how to register a code for it, so that others do not have to remember the full URL to your ManiaLink file. The only thing this chapter requires you to know is how to upload files to a webspace to make them available to everyone.

This site is friendly to stationary (PC/MAC) and mobile (Android/IOS) browsers
Trackmania, Shootmania, Questmania games & media © Nadeo & UbiSoft used under fair use policy
8,373,025 page views since January 2008. All tutorials, services, coding © Mania Creative 2008-2013